SM2231 :: 3D Animation I :: Basics

Lighting

Objectives of Lighting

- Not only to illuminate the scene
- Not only to make a beautiful image
- But most importantly, to help tell the story

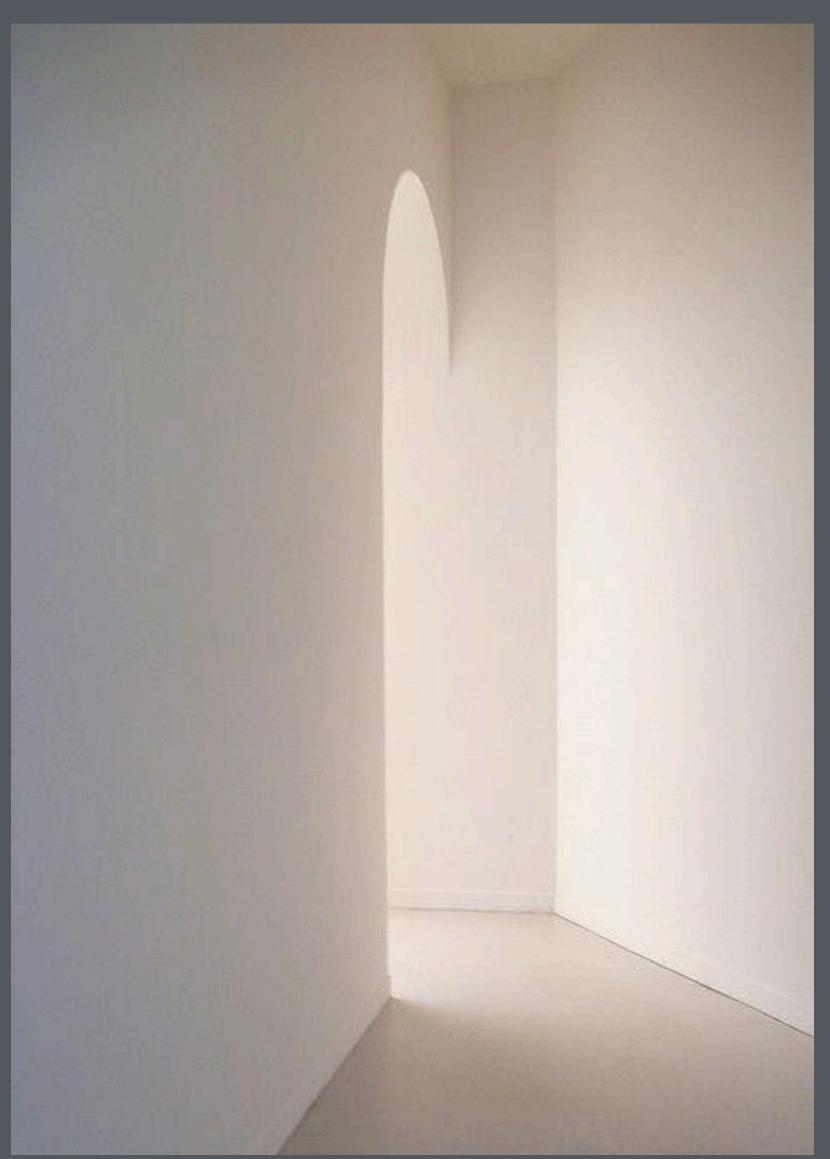
Quality of Light

Quality of Light

- Softness / Hardness
- Color
- Angle of throw

Soft Lighting





Harsh Lighting



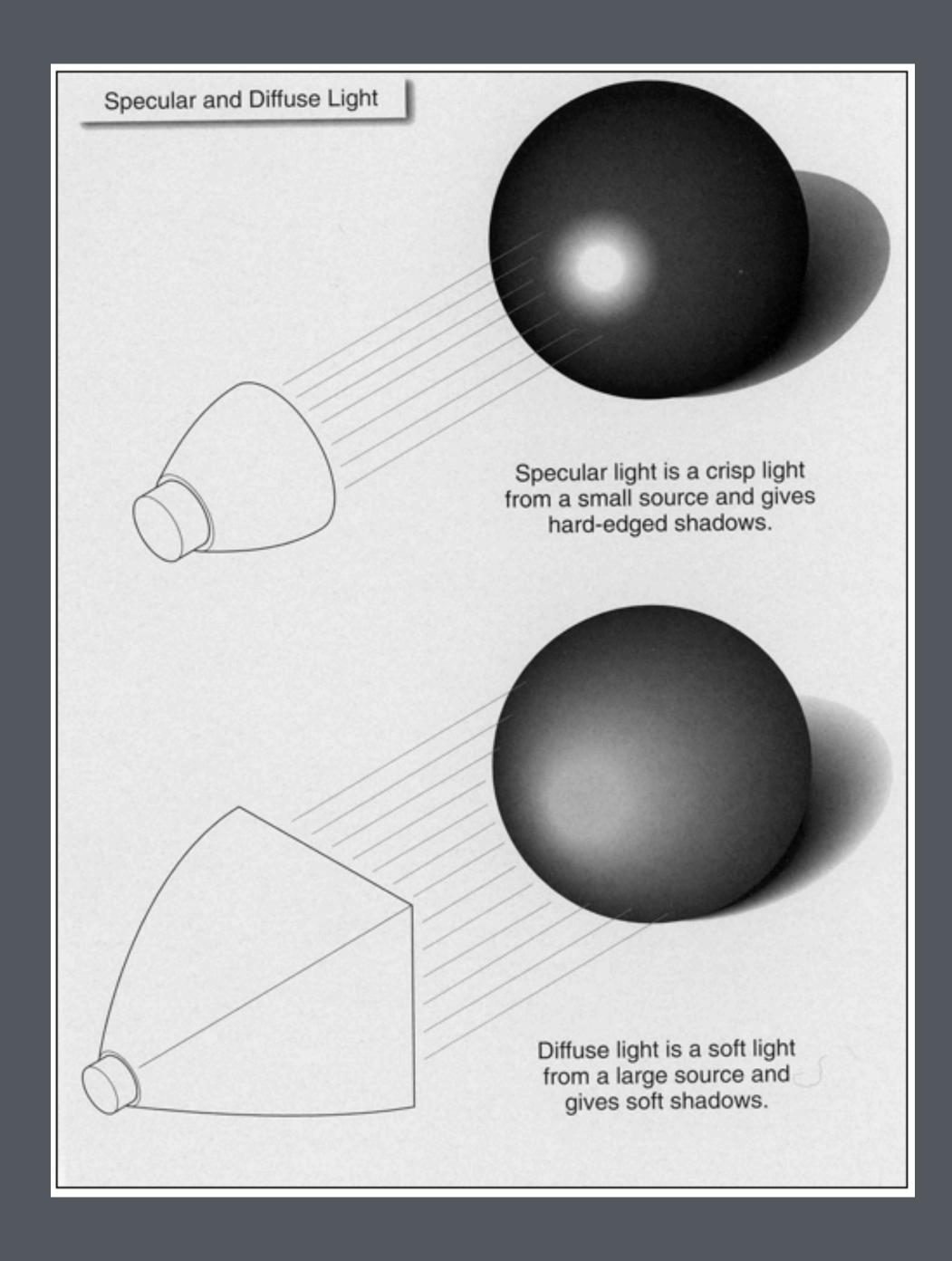


Ren Hang Weegee

Soft vs Harsh Lighting







Softness / Hardness

Basic Types of Light



Point Light



Spot Light



Directional Light



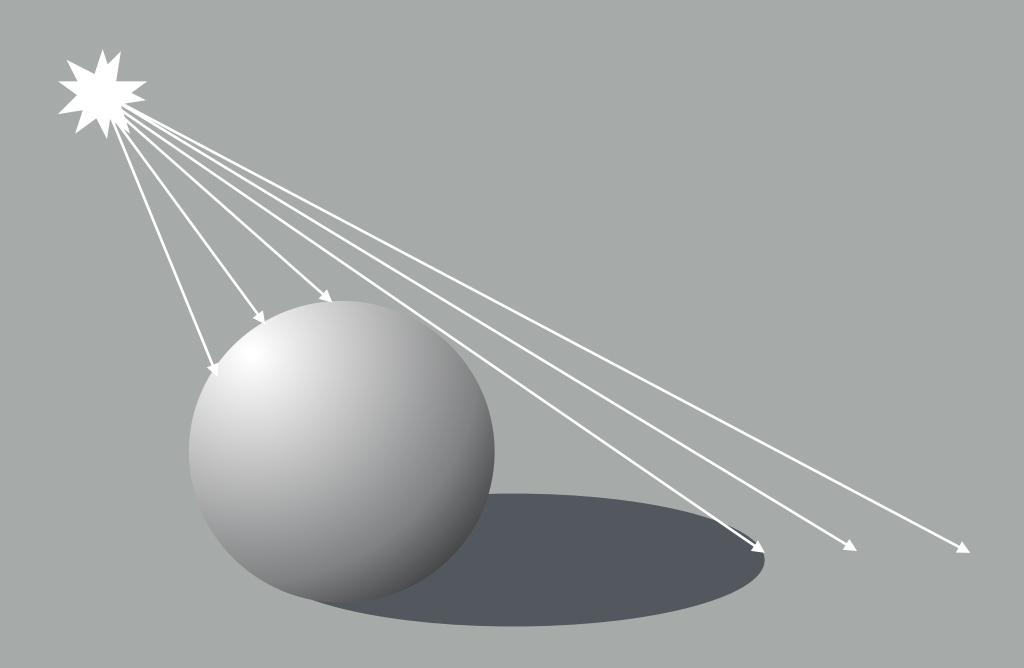
Area Light



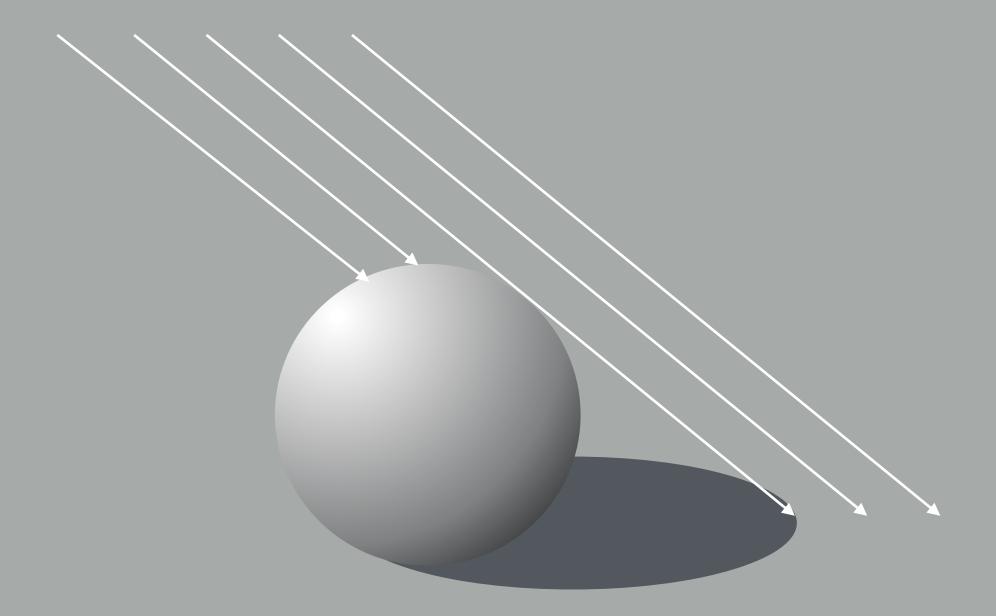
Ambient Light

Shadow Softness

Point Light emits light rays from one single point



Directional Light



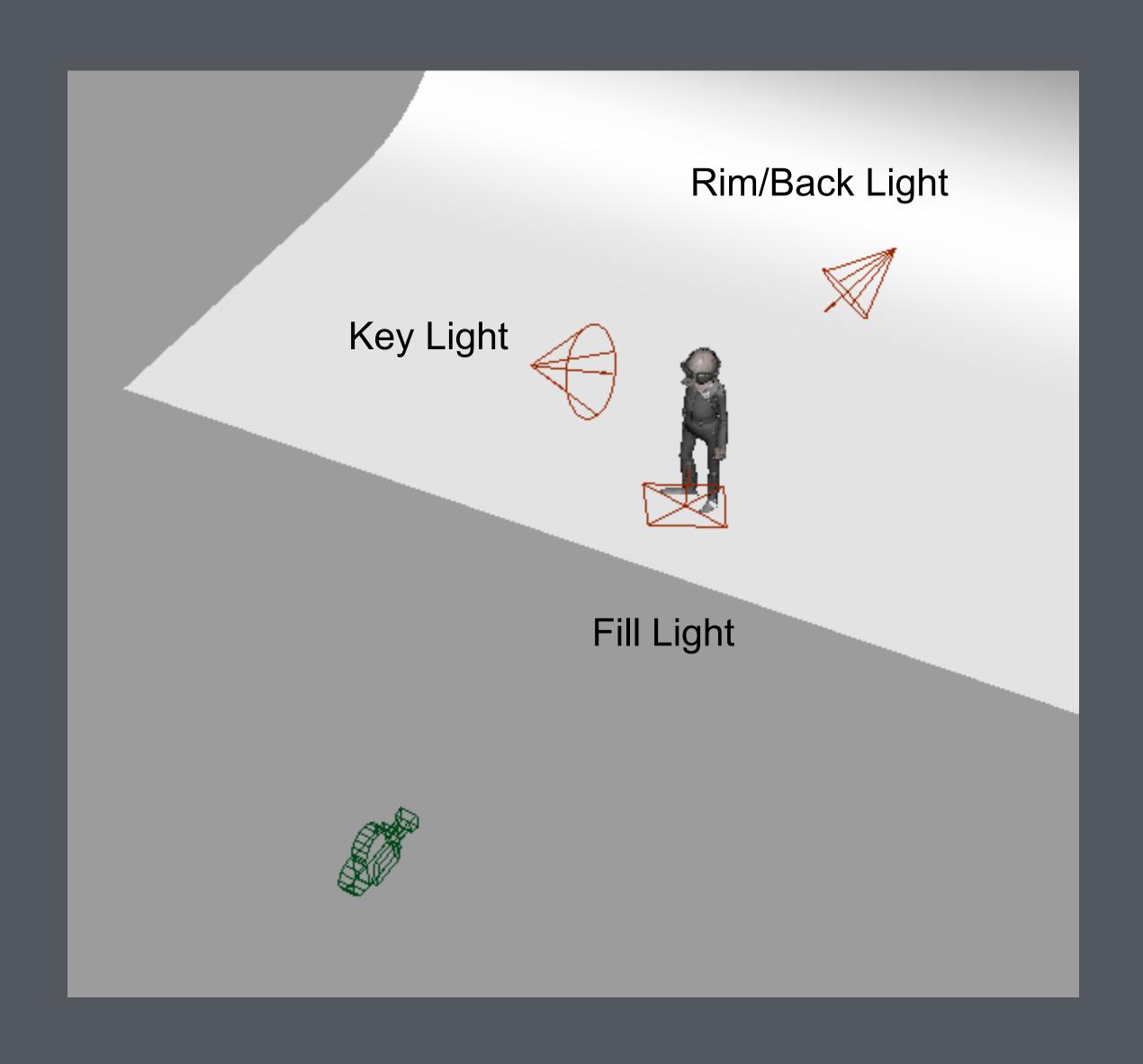
Area Light emits light rays from more than one point The soft region of a shadow is reached by light rays coming in from different

angles

Point Light with radius > 0 emits light rays from more than one point

Typical Studio Lighting

3 Points Lighting



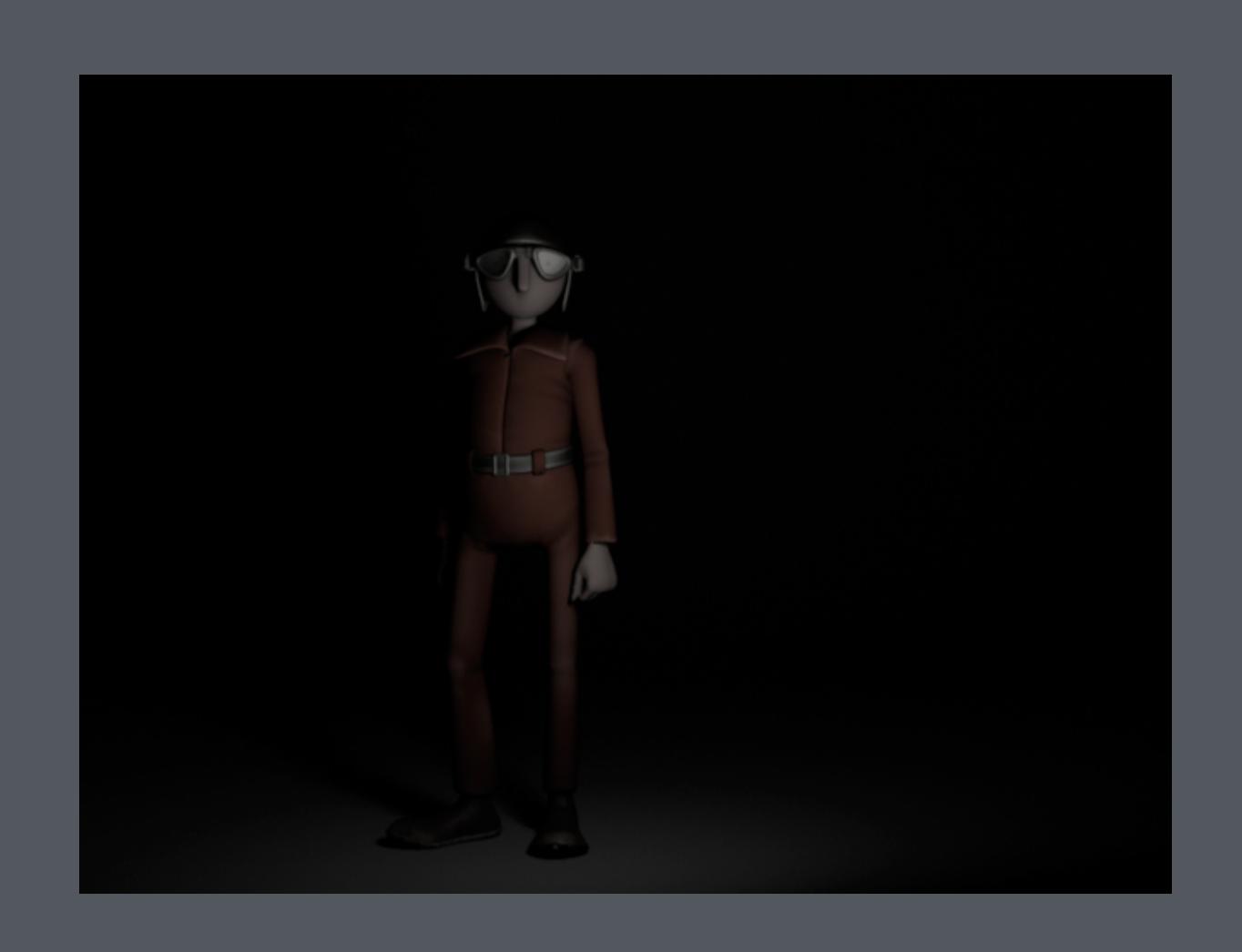
3 Points Lighting



Key Light



Fill Light



Rim / Back Light

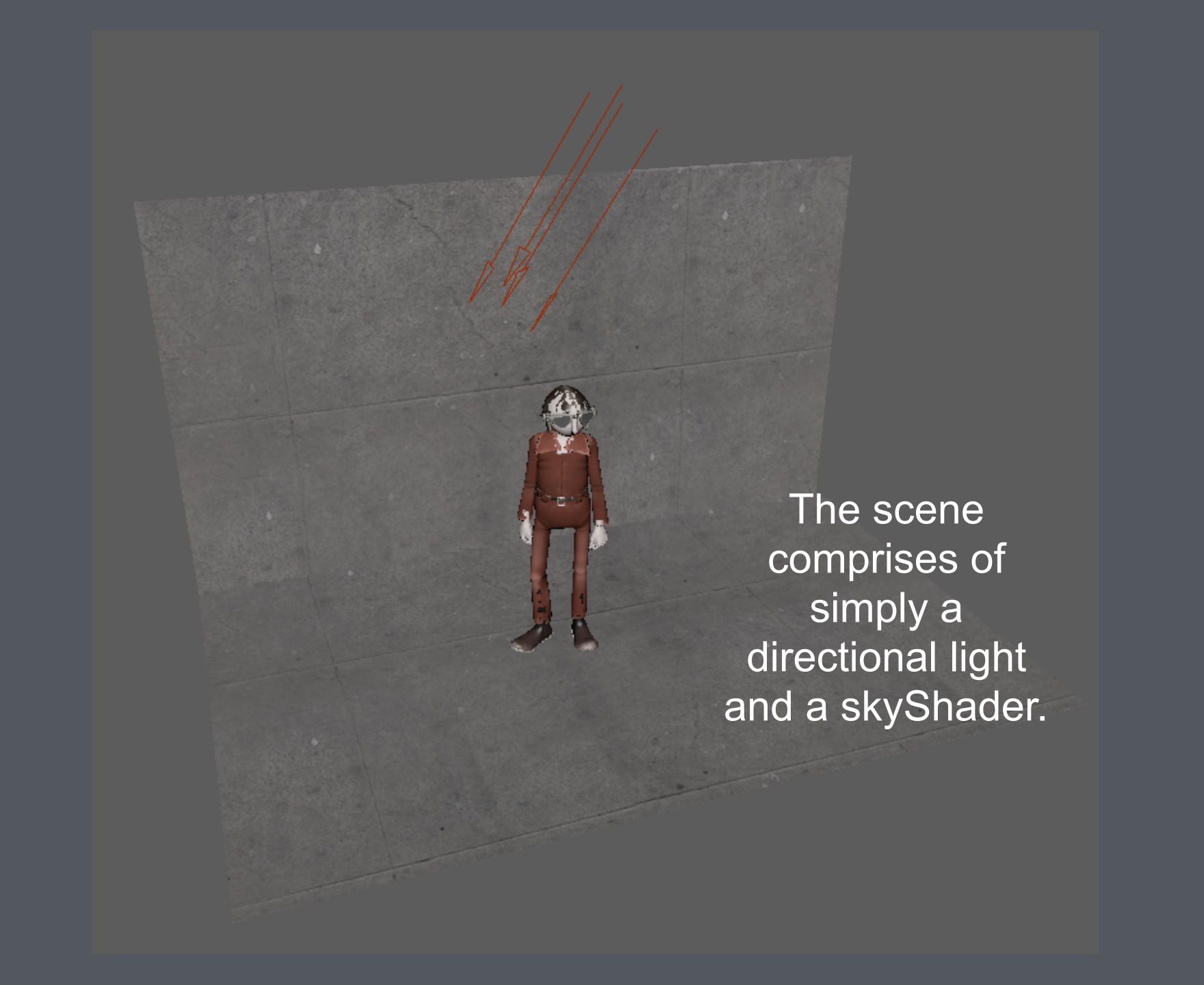


Arnold Render

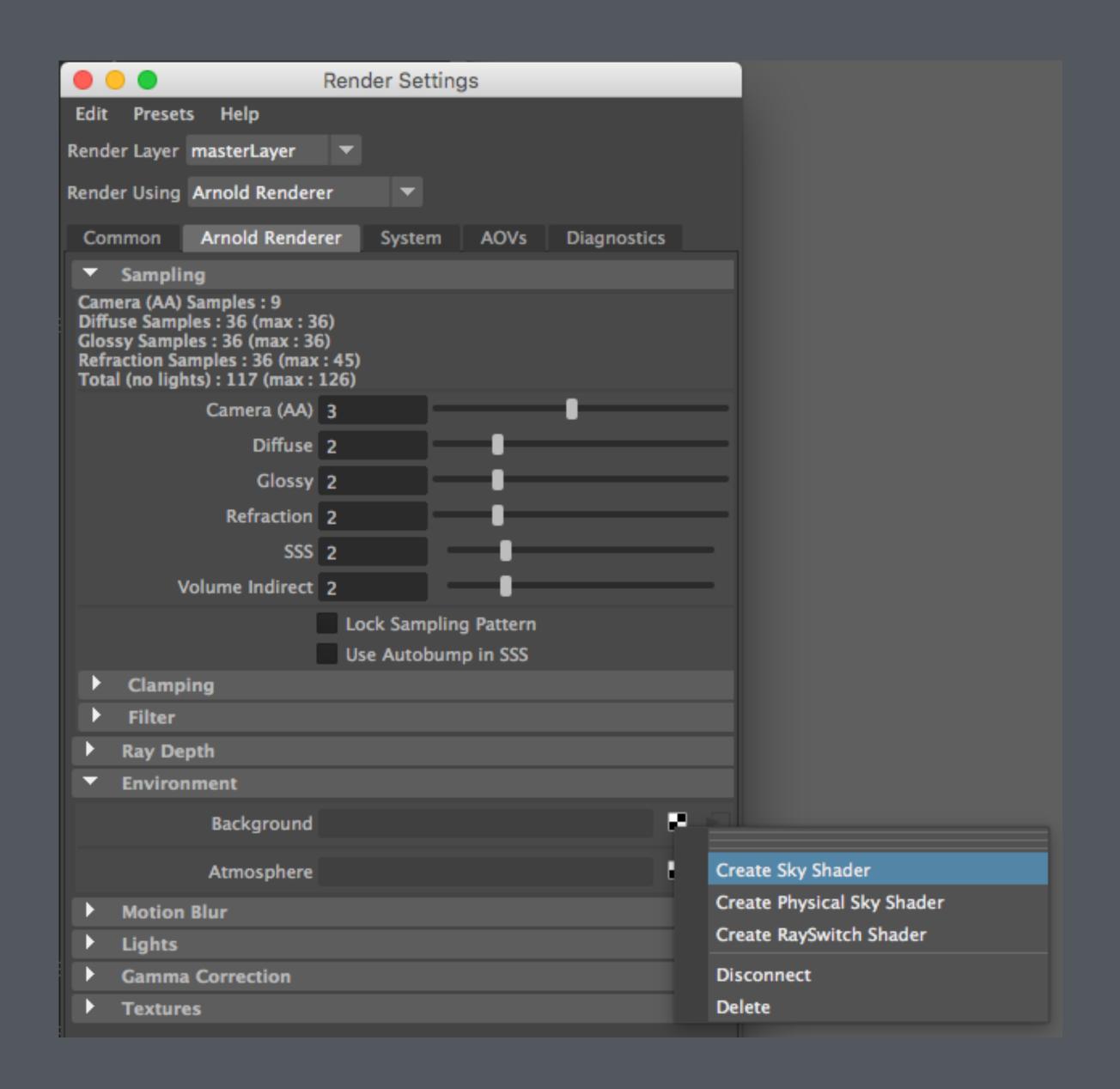


Outdoor Daylight



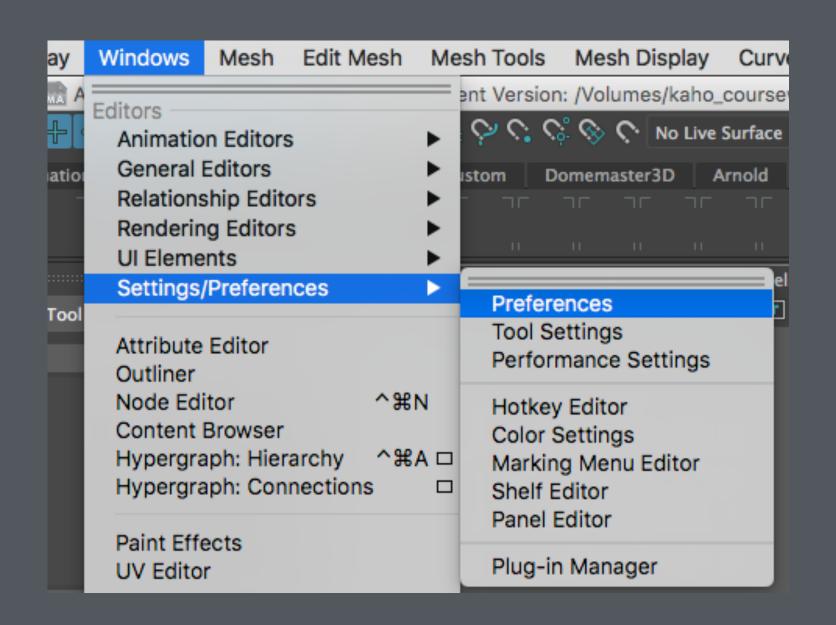


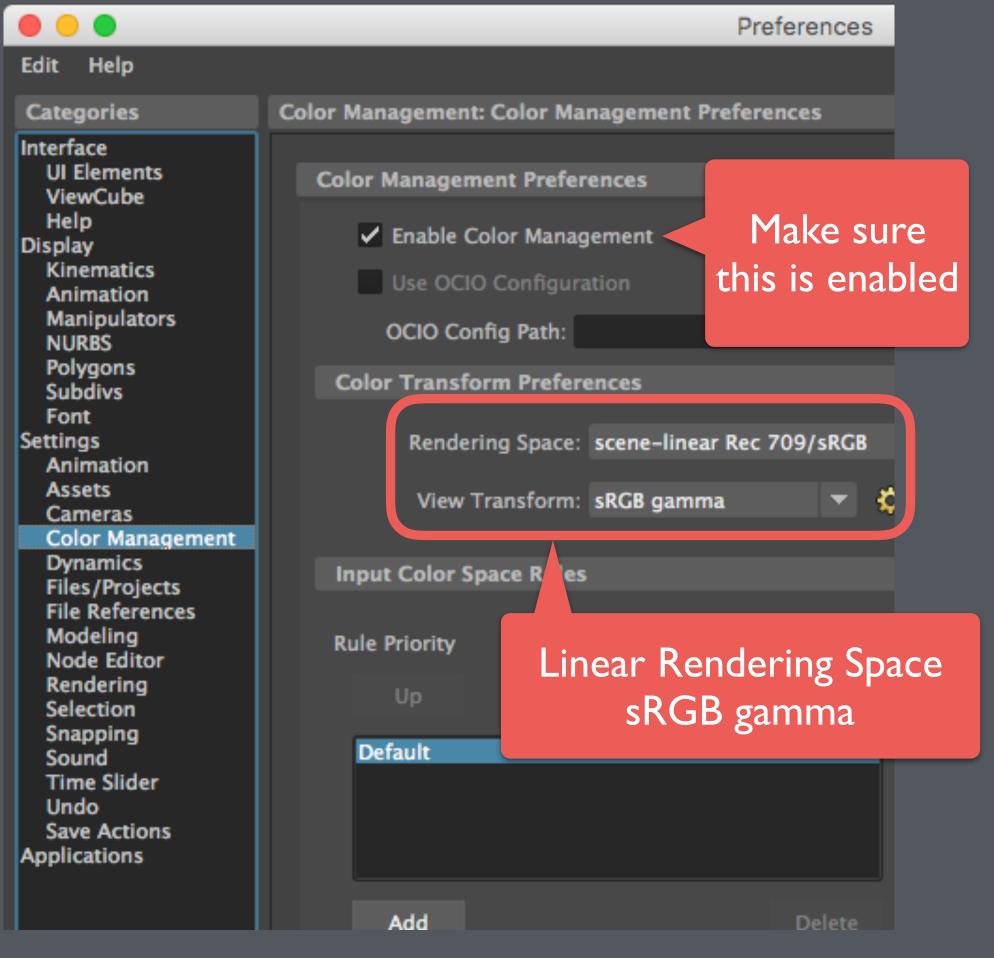
Creating the skyShader



Color Management

Color Management in Arnold for Maya





Lighting Style

Lighting Style

Described by the Tonal Range

- Some generalisations:
 - High Key
 - Low Key
 - High / Low Contrast

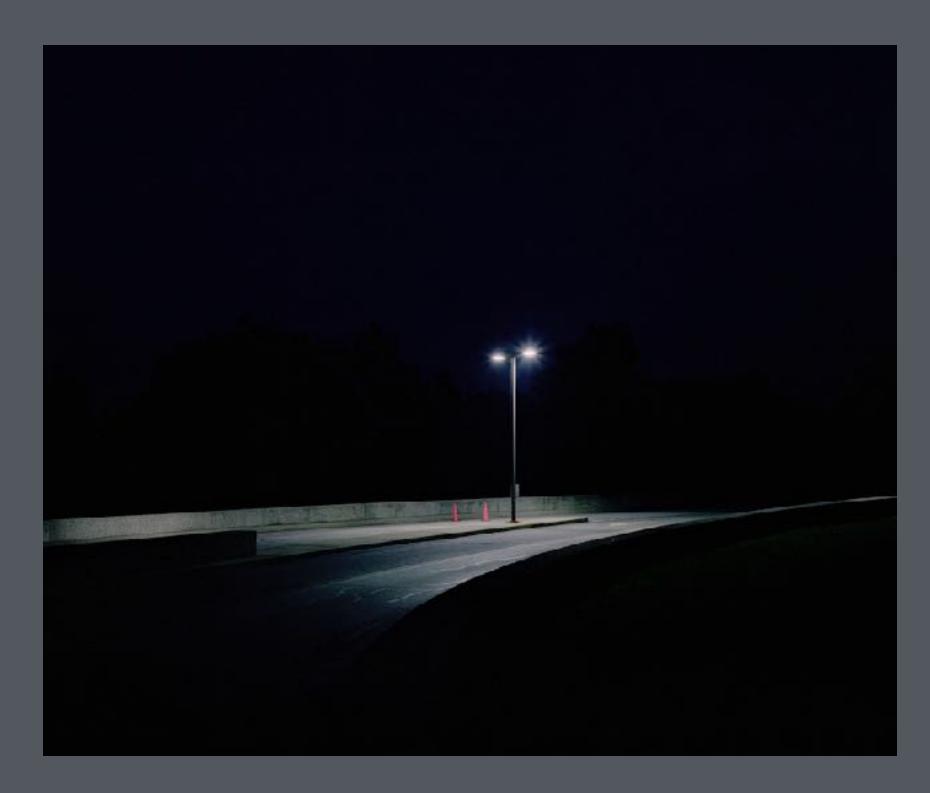


Eric Burgers Sean Mcgrath





Gregory Crewdson

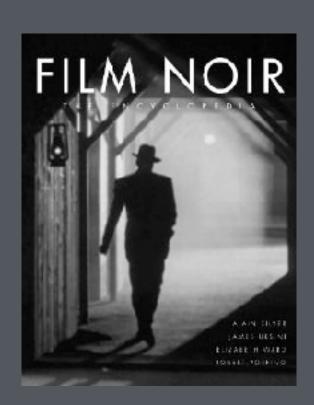




Kaho Yu



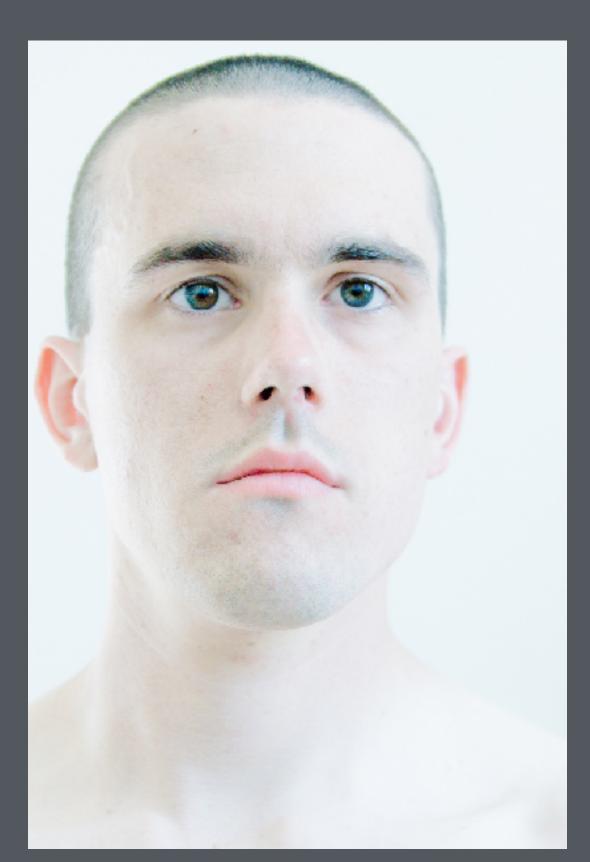
The Film Noir aesthetics in the 40s and 50s, influenced by the German Expressionism, used Low Key Lighting extensively.



High Key Lighting



Ramil Sagum



Guillaume Schaeffer

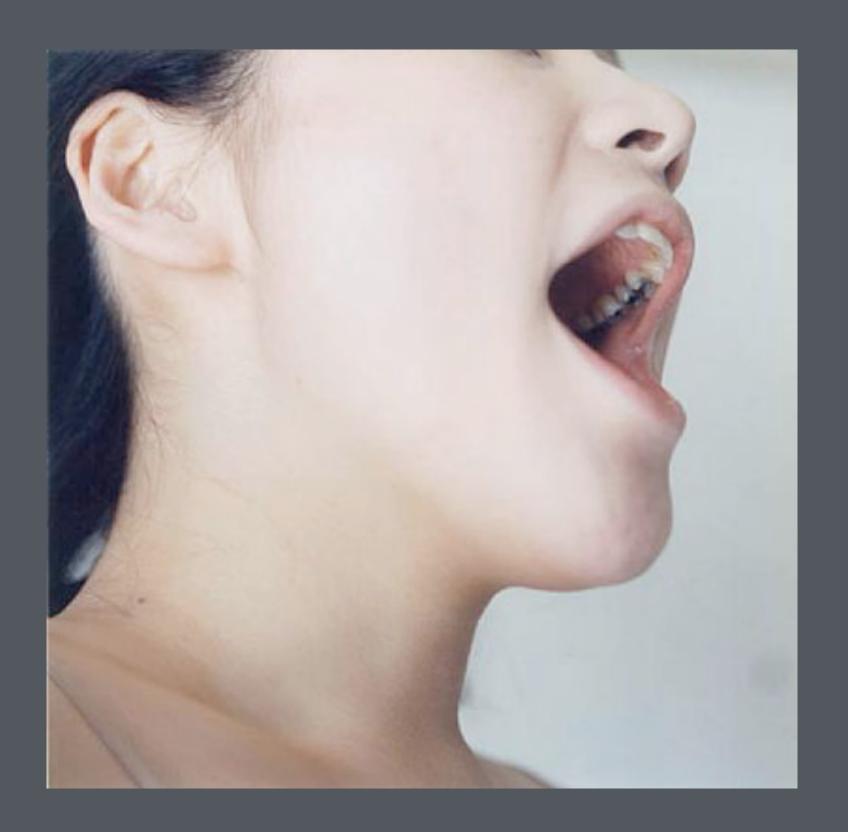
High Key Lighting





Kyoko Hamada

High Key Lighting





Rinko Kawauchi

High Contrast Lighting





Diado Moriyama

High Contrast Lighting







340 Colorkey











Industry Examples

